

MASTERS OF THE WORLD I:

MERCHANT PRINCE

QQP™

and

SEVERAL DUDES HOLISTIC GAMING

QQP

Quantum Quality Productions

and

SEVERAL DUDES HOLISTIC GAMING, INC.

present

Masters of the World I:

MERCHANT PRINCE

Conquest, Trade, Politics

and

Instruction Manual

By

Several Dudes Holistic Gaming, Inc.

and

Bruce Williams Zaccagnino

MERCHANT PRINCE™

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INSTALLATION

Merchant Prince requires a **minimum** of:

- DOS 3.3
- 640K of memory
- MCGA
- Hard Drive
- Mouse

Merchant Prince also supports expanded or extended memory, most sound cards, SVGA, and a 1200 Baud or better modem.

Place "Disk 1" in the appropriate disk drive. The intelligent installation program is activated by typing A:INSTALL (or B:INSTALL if B: is your floppy drive) and then strike the RETURN key. The installation program will guide you through the rest. The default directory created for the game is "\MERCHANT".

DOCUMENT PROTECTION

Use the first letter shown in the edit field as a clue to help find the required word. Type the *entire* word and Click DONE.

"If all men were good, this would be a precept, but since they are evil and would not keep a pledge to you, then you need not keep yours to them. Nor did a prince ever lack legitimate reasons by which to color his bad faith."
Niccolo Machiavelli

INTRODUCTION

Welcome to Masters of the World I: **Merchant Prince**. The Masters of the World series is unique in that it seeks to simulate competition in the real world: rich, robust and often devious. As in real life, you sometimes find yourself amidst enemies with common interests and friends with opposing ones. You compete and cooperate in all facets: financial, political, religious, military and criminal while seeking the greatest possible power in the form of wealth.

A Brief Overview of Merchant Prince

Merchant Prince is a period simulation as well as a mirror of our times. Italians were key in formulating the philosophies of the age of the republican city-states, also known as the Renaissance. Remarkable characters such as Marco Polo, Machiavelli, Caesar and Lucretia Borgia, Lorenzo Medici, Michelangelo, and Colleoni and countless other merchants, politicians, heretics, bankers, artist and engineers epitomized the new order and pioneered the institutions of our modern world.

We chose Venice to be the focus of the game because this medium sized city of 100,000 souls managed to control "one quarter and half of one quarter of the Roman Empire" while holding the Turks in the east and the Genoese in the west. Venice, the Serene Republic, was so feared that the rest of Europe instituted the first alliance of nations in modern history, the

League of Cambrai, to prevent her further expansion. While presenting a unified front to the rest of the world, Venetians used intrigue and politics to compete within their circle.

The ultimate goal of **Merchant Prince** is to be the wealthiest Venetian faction when the game ends. The tools that you use to acquire wealth fall into several loose categories: Trade, Politics and Conquest.

You must explore the world to find cities which produce trade items and establish trade routes to exploit supply and demand demographics. You will encounter many obstacles along the way: brigands, pirates, calamities, obstinate potentates, rival cities and your fellow Venetians.

It is in your best interest to get involved in the internal and exterior politics of Venice as well as those of the Church in Rome. That means you must control the vote of one or more senators or cardinals.

You have the opportunity to command troops, whether they be the Home Fleet of Venice or your own mercenaries, with the option of furthering your own ends or those of Venice or, occasionally, both. You are able to use "superlegal" means in all arenas, but be careful... the price of being caught can be both expensive and personal.

A QUICK START

After installing (see page 1), start a practice game as follows:

In the C: directory type: **CD\MERCHANT** then **MERCHANT**.

Left Click (Click) on **START NEW**. Since this is a tutorial you'll want to take things easy. Cycle the bottom three buttons in far left column until each shows a hand and the word **NOVICE**. Click on the top blue box containing ship icons. It will cycle through three combinations of money and units. Set yours to **EASY**. In the lower right corner, Click on the boxes below the words Storms and Pirates to cycle them until they present the word **RARE**. Slide the Game Length selector down until the number to the right of it is 15 (i.e. a short game). Click on **DONE**.

The next screen is for putting in your game name. Names that appear in the scroll list below are for players that have finished at least one game. When you have the name that you like, Click **OK**. Click on any of the small Crests on the right to preview it on the left. After you find the one that catches your eye, Click **OK**.

You are now in the movement screen. There is a blinking small galley icon in Venice. Click on the **BUY/SELL** button. Click once on the **BLUE GLASS** goblet and once on the **SHIELD** with the red battle-axe (Heavy Guard) or war-hammer (Light Guard). Notice that your wealth has been reduced by the amount which appears to the right of the items

that you selected. You have now loaded your small galley with Venetian glassware and a light or heavy guard to help protect you from pirates. Note that the price which you paid for each item is shown below that item's cargo hold. Click **DONE**. Let's go make some Florins!!!

You are now ready to move. Carefully move the galley the coast of Italy to the south and west using the number pad. If you head around the boot of Italy, Rome should come within view. Click on the city of **ROME** and the ship will head for it. When you have entered the city you will automatically be in the BUY\SELL screen. Click on the blue glass in your hold to sell it. Notice that you made some money. Experiment with your next unit, which should be a small cog. Click **DONE**.

In the lower left hand corner, Click on the **MAIN MENU** button. Now you're in Venice. A few turns from now we'll be ready to play politics but for now move the cursor around the picture and notice that some buildings become "highlighted" with a red and white moving border. Also notice that there is brief description of each and its' function in the horizontal bar across the bottom. Click on the **LIBRARY** building and then on the **SAVE GAME** option. Click on the other buildings if you are curious and Click on **CANCEL** to get back to the Main Menu. Click on the **END TURN** button at the bottom right of the screen.

A window should appear with this turns maintenance costs. Yours

should be 10 for a Light Guard or 15 for a Heavy Guard. You will also receive a stipend from your familial estate. In the future, it will tell you how much you've paid out to keep senators on your payroll as well as any income from church or civil offices and any Mercenary costs. Click **O.K.** and wait while your computer opponents plot your demise.

Sequence of Play:

Receive Event Messages
Movement
Politics
Income Report
Next Player

Your main goal for the next few turns is to make money. A good idea is to head East and buy Relics in Antioch and then sell them in Venice. Repeat the above cycle until you get about 3000 florins, then return to the Venice screen.

Click on **ST. MARC'S BASILICA**. Click on **BUY CARDINAL**. Only buy one because you'll need some capital with which to continue trading. If there is no unclaimed cardinal in the lower right side of screen, keep checking back every turn and one will eventually show up. You'll receive an income at the end of your turn from your cardinal. The amount is based on the price of indulgences which is set by the Pope. Buying more cardinals puts you in a position to become Pope when the current one dies. The Pope has control of all the buttons at

the top of the screen; they are further explained under St. Marc's Basilica in the Venice Screen section. Return to the Main Menu.

Click on the **DOGE'S PALACE**. Click on a **Senator** with the shortest red or yellow vertical line to his left (it is his "loyalty" to his current faction, having the shortest line indicates that he will be the cheapest to bribe). The bribe screen is displayed, Click on **BRIBE**. If you are successful, you will be prompted to set up a stipend for the senator, but don't worry about that for your first game. This amount increases his loyalty above your faction popularity. Now, when a Doge election occurs (every ten turns) you'll have a vote. As you gain influence in the senate, you may find yourself appointed to a position of importance like Admiral, etc. Funds that are given to you are ostensibly for hiring additional forces but you may pocket the money instead, though at the risk of losing popularity.

Keep playing until you have learned enough lessons to warrant starting over with a clean slate. To quit, Click on the **LIBRARY** in the Venice Screen and then Click on **RETURN TO DOS**.

GAME RULES

THE SCREENS

NOTE: Throughout Merchant Prince, one will notice that many commands have a white letter. These are quick-keys for the mouse-impaired or mouse-phobic. There is a quick-key index at the back of the manual that explains short cuts for each screen. ALSO, the right mouse button is always safe to use and will sometimes yield some useful information.

THE INITIAL SCREEN

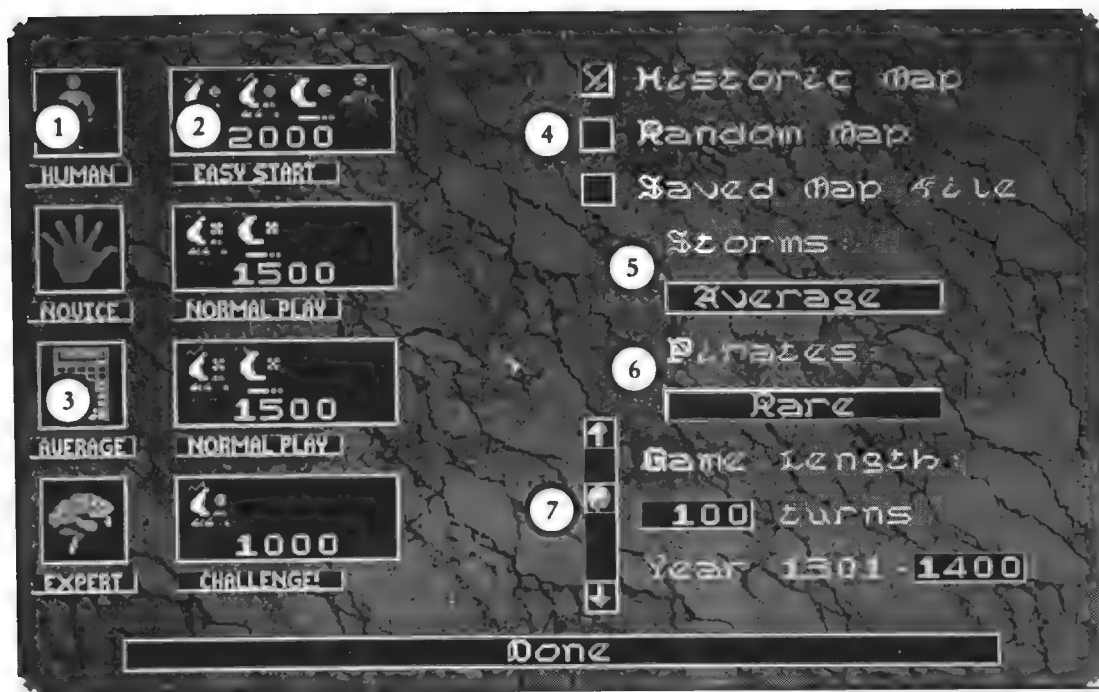
Start New: places you in the Setup screen.

Load Old: presents you with saved game files.

Modem: allows you to send or receive a game by modem.

Histories: allows you to view player histories.

"The way men live is so far removed from the way they ought to live that anyone who abandons what is for what should be pursues his downfall rather than his preservation." Niccolo Machiavelli



1. Player Selector
2. Starting Resources
3. An Averager Computer with Normal Starting Resources.
4. Map Selector: Historical Map
5. Storm Selector: Average setting.
6. Pirate Selector: Rare setting.
7. Game Length slide bar: the game starts in 1300, is 100 turns long and therefore ends on turn 1400.

THE SETUP SCREEN

THE SETUP SCREEN

Players: There are always four players for the sake of game balance. The icons presented along the left edge of the screen may be clicked on to cycle through the available options. Computer Opponents may be Novice, Fair, Average, Good, or Expert, each more difficult than the last.

Starting Resources:

EASY: 2000 Florins, 2 Small Galleys, 1 Small Cog, 1
Donkey Caravan

NORMAL: 1500 Florins, 1 Small Galley, 1 Small Cog

CHALLENGE: 1000 Florins, 1 Small Galley

Map Selection:

Historical: A rough representation of Europe, Africa and Asia during the simulation's period. The economy varies slightly between plays.

Random: The Random generator creates very believable terrain based on realistic terraforming concepts and cities are placed keeping market evolution theory in mind.

Saved Maps: * .MAP files are created when one uses the random generator. You may also save the Historic map under a different name. This allows for consistent replay on truly intriguing worlds or on the Historic map with a particular economy.

Random Events:

Storms: If you are a novice player, you can give yourself more room to breath by cycling the button to RARE. But if you are feeling your oats, cycle to the FREQUENT setting. The setting affects all players equally.

EASY: Storms will only occur in ocean squares that have no land borders. Desert storms will not occur.

AVERAGE: Open ocean storms are more frequent and you must beware of desert storms.

FREQUENT: All storms are more frequent and storms will occasionally occur in coastal waters.

Pirates: The philosophy here is the same as that for Storms. Note that "Pirates" includes their land-lubber brethren, the Highway Robber or Brigand.

Game Length:

Merchant Prince begins in 1300 and ends as late as 1492. It is important to choose the correct setting because the Merchant Prince with the greatest wealth when the game ends is the winner. If you tend towards long range strategies, you will be caught with your pants down if the game ends in, say, 30 turns. The settings are between 15 and 192 turns with the default set at 100.

FAMILY NAME SELECTION

You may enter a new Family name or select one from the scroll list below. The names on the scroll list are of those players who have finished at least one game. Click to view information about them.

CREST SELECTION SCREEN

Each Family has four historical color related crests to choose from. The left side of the screen shows a larger view of any small crest selected on the right. The two-color code for each player, which is shown on their senators and units, is as follows:

Player One: Red and Gold
Player Two: White and Blue
Player Three: Black and Gold
Player Four: Gold and Blue

"...for a man who strives after goodness in all his acts is sure to come to ruin, since there are so many men who are not good." Niccolo Machiavelli

THE MOVEMENT SCREEN

MOUSE CONTROLS:

CLICK AND RCLICK: Note that throughout the this text the term "Click" means click the left mouse button and "RClick" means click the right mouse button.

MOVEMENT: Clicking on any place on the map causes the "Active" unit to attempt to move to that point using it's designated move-to "Mode" (see "Mode" below). If the square is sepia then the unit will "explore" to it. The destination of the move-to command is remembered between turns unless the destination is a sepia (unexplored) square. To delete the order, RClick on the unit after it is done moving to make it the "Active" unit, Click on CANCEL ORDERS. If a unit is in the process of moving somewhere that you did not intend it to, Click anywhere on the screen to cause it to halt.

UNITS: "Active" Groups are designated by a green flashing background (or by a red flashing background if they have no movement points left). To change the Active Group, RClick on another group. If there is more than one Group in a square then the Groups are "stacked" and the area behind the Groups will appear grey. Right click on the Stack to view and access all the Groups in the Stack. If the Group is in a city, Click on "GROUPS". Make any of your Groups in the stack Active by Clicking on

"MOVE ME". The movement points of the Active Group are shown at the bottom of the Movement Screen.

A Group may have as many as fifteen units in it. There are several ways to see what units are carrying in their holds. If you are in the Movement Screen, the first Unit of the Group and what it is carrying will be shown in the box on the upper left area of the screen. See the section on buttons in the MOVEMENT SCREEN section for details.

Double Click on the active Group to separate the Units within it or add units from any other Group in the same square. Manipulate Units by Clicking and Dragging the Unit into it's new Group.

If the Active Group is a military one, RClick on it when it is stacked with Group or City that you do not own. The normal information screens will be revealed but notice that there is an ATTACK button. Click on this to Attack a unit or city. See the BLOOD AND IRON section of the manual for more information.

CITIES: RClick on a city to get information on what is available there and how much it costs. The coats of arms on the left side of the screen represent the players. Those surrounded by red do not have "Access" to the city and therefore cannot trade there. A green border denotes Access and a green border with the word "OWNER" shows that a player controls who has Access to the

city.

The numbers to the right of the item icons are the prices of the items. The number of items available is shown iconically on the same line as the price.

If the Black Death is present in the city then it will state "Has the Plague" across the bottom of the screen.

To see the Groups within a city Click the "GROUPS" button and cycle through them using the "NEXT" button.

If a trade Group is in a city, Click on the BUY/SELL button(see "Trade" below) if you want to do business there.

SCROLLING: Move the mouse cursor to an edge of the screen to cause it to scroll in that direction.

"Generally, men judge by the eye rather than the hand, for all men can see a thing, but come few come close enough to touch it. All men will see what you seem to be; only a few will know what you are, and those few will not dare to oppose the many who have the majesty of the state to defend them. In all men's acts, and in those of princes most especially, it is the result that renders the verdict when there is no court of appeal." Niccolo Machiavelli



1. Corner World
2. Active Unit Information:
A small cog with a Heavy guard, 2 fish, and 3 barrells of grog!
3. The Moveto Mode of the small cog
4. Routes Button
5. Ledgers
6. Globe
7. Shovel
8. Text Bar
9. The small cog is the highlighted unit and is therefore the active group

THE MOVEMENT SCREEN

MOVEMENT SCREEN BUTTONS AND FEATURES:

CORNER WORLD: The Movement Screen display is represented by the white rectangle. Clicking anywhere on the Corner World causes the white rectangle, and hence the Movement Screen display, to move to where you Clicked. Note that the entire world is not quite visible here.

ACTIVE UNIT INFORMATION: The first Unit of the Active Group is displayed here. If the small window underneath show an "x of y" then "x" is the number of the Unit within the Group and "y" is the number of Units in the Group. To change the Unit shown, Click on the arrow on either side of the display box. Any Commodities or guards carried by the Unit will be shown in the large box below the Unit box.

WAIT: Clicking WAIT will cause the Active group to become inactive and the next group with movement points to become the Active group. Groups in WAIT mode continue to become Active round-robin style until their movement points are used or one Clicks on STAY. Remember, at any time one may RClick on another group to make it the Active one. If there is more than one Group in a square it is called a Stack. To select Groups from within a stack, RClick on the Active Group and cycle through the Stack using the NEXT button. Click on MOVE ME to cause the Group shown to become the Active one.

STAY: Clicking STAY causes the Active Group to become inactive and

IT WILL NOT BECOME ACTIVE AGAIN UNLESS YOU RCLICK ON IT. Groups with movement points left also prompt you again if you enter the Main Menu and then reenter the Movement Screen. So be careful!!

BUY/SELL: This accesses the Buy/Sell screen which is described under "Trade". If you are the first Venetian to Trade in a city, there is a chance that you will discover a Holy Relic which is then automatically sold at auction back in Venice. If the Plague is present in a city and you insist on entering it, you run the chance of losing units and cargo.

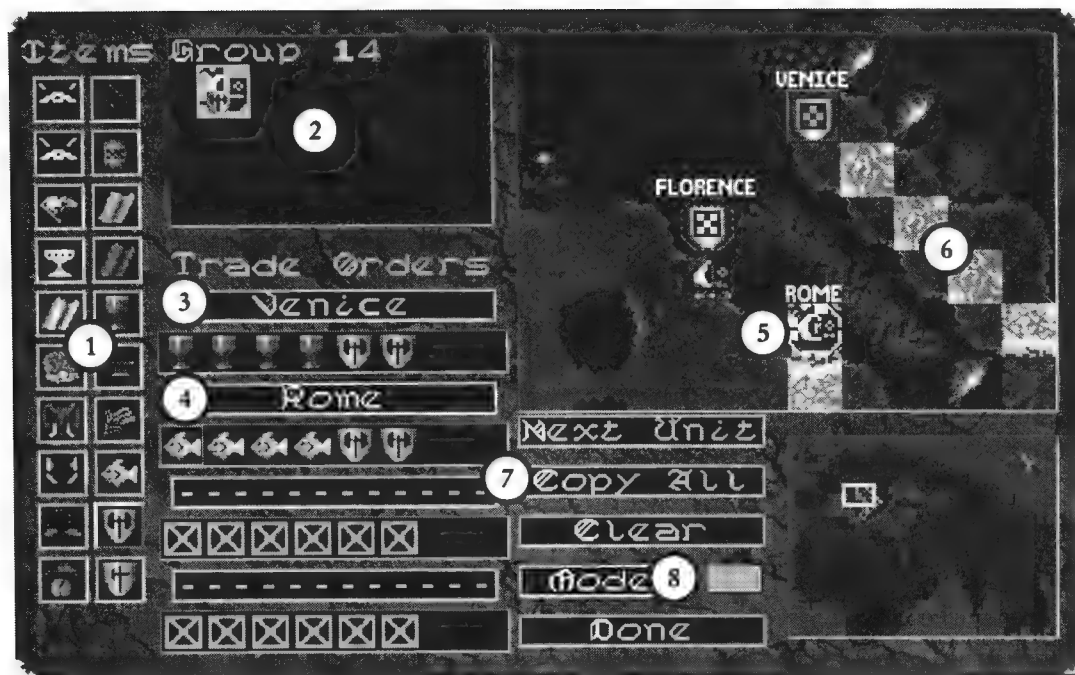
MODE: Cycle between the three move-to modes:

GREEN- tells the Group to take the safest known route. For example, a Group with a galley in it only moves into an open water square if there is no other option because they are extremely vulnerable to storms. Land units avoid desert areas.

YELLOW- tells the Group to take moderately dangerous routes that shorten the distance through deserts and open water.

RED- tells the Group to move to its destination along the fastest route no matter how dangerous it is.

MAIN MENU: Accesses the Venice Screen (see below).



TRADE ROUTES SCREEN

1. Click on the items that the highlighted unit (2) should carry.
2. Group 14 only has 1 unit, a small cog. Other units would be shown but un-highlighted.
3. The cog will go to Venice and sell whatever it has in order to buy 4 glass and 2 heavy guards.
4. It will then go to Rome, sell its' 4 glass and keep the two heavy guards.
5. The cog is currently located in Rome.
6. The highlighted squares show the route that group will take to and from Venice
7. If there were other units in Group 14, Clicking on Copy All would cause them to have the same cargo items.
8. The Moveto Mode will be the same for the whole route.

CIRCULAR RED ARROW: Brings up the Routes screen for the "Active" Group.

The Route Screen- To set up a route enter the Route subscreen, use the large map and the small corner map in the same manner as you would in the Movement Screen. Note that you may RClick on cities within the map to gain information in the same way that you can on the Movement Screen.

Set the first city in the route by Clicking on it. It's name will appear in the top destination box. Note that the box underneath the city's name is the cargo manifest. Click on the items in the far left column that you would like the Group to LEAVE the first city with. Find and select the second city in the route as described above. Fill the cargo spaces with what you want the Group to LEAVE the second city with. ANY CARGO THAT WAS IN THE FIRST MANIFEST BUT IS NOT IN THE SECOND CARGO MANIFEST IS WHAT WILL BE SOLD IN THE SECOND CITY. If you want to keep the same guard units, make sure that they occur in the same cargo hold at every city.

Note that you may set an empty (cityless) square as a destination for the Group on its way to another city. These destinations are known as way-points and no cargo changes may be made there.

The movement modes are the same as those in the Movement Screen and are the same for the entire route.

For Groups with more than one unit, Click on the COPY ALL Button to duplicate the manifest of the first Unit of the Group. You

may also customize the manifest for each Unit in the Group by Clicking on NEXT or Clicking on the Unit icon that appears above and then selecting a different cargo manifest for that Unit. Of course, the city destinations have to be the same for all Units in the Group.

To cancel a route for an Active Group, Click on the ROUTE Button and then Click on CLEAR until no cities are highlighted. You may also RClick on an Active Group and then Click on CANCEL ORDERS.

LEDGERS: Click on this button to gain access to the following important information :

READ MESSAGES- This option lets you reexamine the messages which you received at the beginning of the turn.

DRAFT MESSAGE- This screen allows you to send messages and money to your fellow players. **In order for the artificial players to consider voting for you, you must announce that you are running for Doge or Pope.**

They will vote for you based on their opinion of you. An artificial player will tend to like you less if you are doing better than it is and more if you are losing. It will also appreciate any monetary contributions that you may make. Propose a pact with an artificial player if you wish to know how it feels about you.

CITY REPORT- The City Report gives information on all known

cities with emphasis on the items that they produce and their defensive Civil Forces.

The vertical column of four player crests indicates the access and ownership status of each player in the selected city. The top box shows the highlighted city's name and culture. The cultures are North European, South European, Muslim, and Asian. The second box indicates what is produced in that city which is a good indication on what is the relatively cheapest item there. The third box indicates the Civil Forces which are present at the time. The CANCEL button will get you out of the City Report screen.

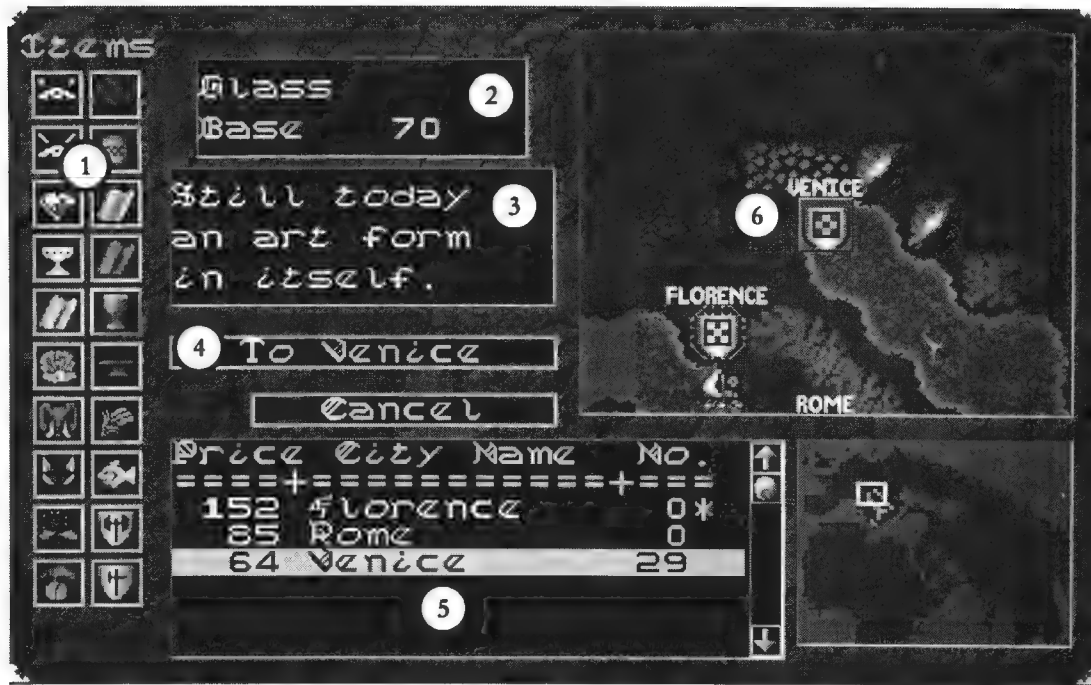
Cities may be located in two ways. One option is to use the scroll box. Click on the arrows or Click and drag the yin yang to cycle through the cities that you know about. You may also use the small scale world map to get in the vicinity of the city you wish to know about and then Click on the city in the large scale map to cause it to be highlighted in the scroll box. Nearly all information options that are available in the Movement Screen are also available in the large scale map here and in other ledger screens.

MERCENARIES- The main use of the Mercenary Ledger is to find the whereabouts of all known mercenary units that you currently employ. The main difference between this and the Campanile screen, which is described in the Main Menu section, is that you may only REMOVE the highlighted mercenary group from your payroll.

TRADE GROUPS- The Trade Groups ledger is a handy place to find information about all of your trade groups. To select a group, Click on one in the scroll box (NOTE that you may custom name your groups in the Modify Groups screen described under Mouse Control in the Movement Screen section) or use the world map and large scale map together to locate the group and then Click on it.

The vertical box to the left side of the screen displays all the items which the highlighted group carries. The top center box shows the group's name and the units in it. The second box shows the speed of the group, which is the speed of it's slowest unit, the total cargo capacity of the group and the total defence rating. The CANCEL button returns you to the screen from whence ye came. The bottom boxes describe the cities in any trade route which that Group may have.

"Men are so simple and so much inclined to obey immediate needs that a deceiver will never lack victims for his deceptions. Of recent examples proving this, there is one I will not omit. Pope Alexander VI (Roderigo Borgia) never gave thought to anything but deception and never lacked someone on whom to practice it. There never was a man who made promises more persuasively or swore them more solemnly and kept so few of them as he. Yet his tricks always brought the results he desired, for he knew this side of the world well." Niccolo Machiavelli



1.. Click on the item that you wish to know about. The highlighted city will be the one that you are in. If you did not enter the ledger from a city, Venice will be highlighted.

2. This shows the item in question and the cheapest price that you are likely to find it for.

3. An interesting description of the item in question.

4. Click this button to show the price of the item in question in that city.

5. You may scroll through all known cities to see the price of the item in question. An asterisk by the number of items available indicates that you do not have access.

6. You may click on a city on the map to cause it to be the active city (see 5).

COMMODITIES LEDGER

COMMODITIES- The Commodities Ledger's primary use is to compare the prices of an item at different cities.

When the Commodities Ledger appears, the information shown is about Silver. The city that is highlighted in the scroll box and on the map is the city you were in, if you came from within the Buy/Sell screen. Otherwise the screen will show the price of silver in Venice.

The box to the top and center of the screen shows the name of the commodity that you are looking at as well as its base price. An item's base price is the lowest typical price. The cheapest source may be a little higher or lower than the base price.

The box to the middle and center contains an often caustic description of the item being examined.

If you have accessed the Commodities Ledger while the Active Group is in a city, the "To *CITY NAME*" button will cause the map and scroll box to highlight it. Otherwise, the button will read "To Venice".

Clicking on CANCEL will take you back to the screen from whence you came.

Click on an item in the left column to find out more about it. Use the scroll box to look at the price in different cities. You can also Click on cities on the map; this causes the scroll box to automatically highlight

that city.

PLAYER GRAPH- This screen will show the current rank, current worth, the handicap multiplier and the absolute percentile score that is derived from multiplying a player's worth by its' handicap multiplier. The way that the handicap multiplier is arrived at is fully described in the End of Game section. The button on the bottom of the screen will bring up a graph that shows the relative progress of the players over time. Note the scale changes on the graph as time progresses.

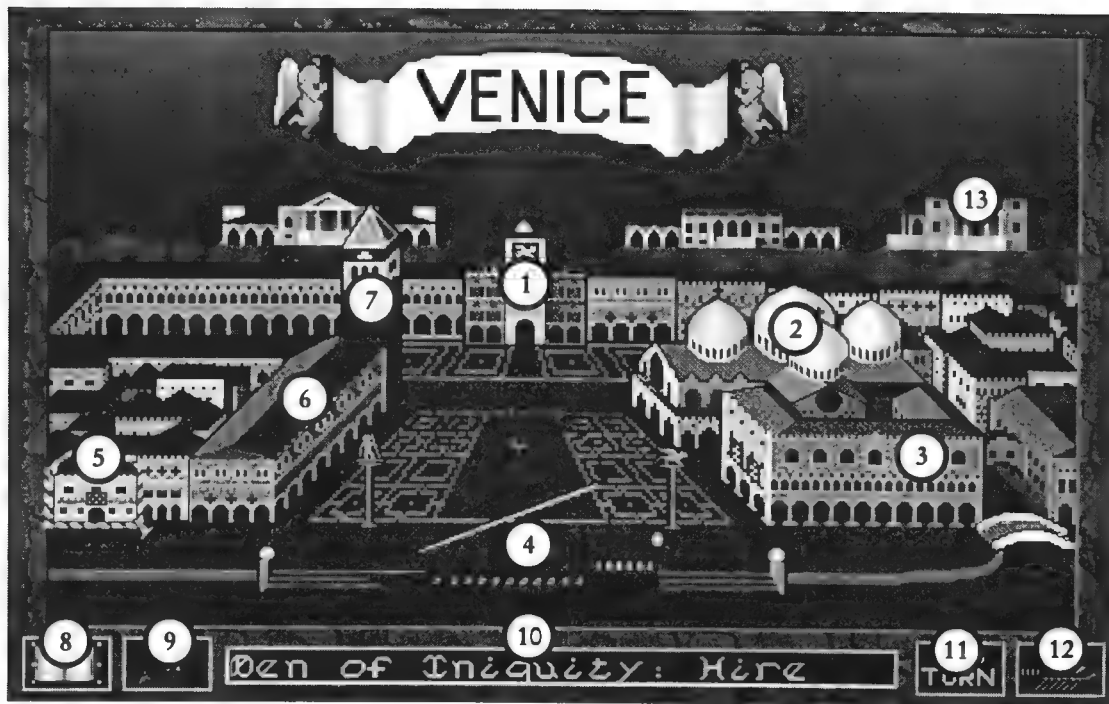
CANCEL- Returns you to the screen from whence you came.

GLOBE: Accesses the World Map which shows unexplored terrain in shades of sepia and explored terrain in more vivid colors. The information shown in sepia becomes increasingly distorted as one gets further away from Venice. A flashing red cursor denotes the current active unit, if any.

SHOVEL: Clicking here will cause the cursor to change from a dagger to a shovel and thus allows you to build roads. To build a road, first Click on the desired square (Note that you may not build over large rivers). It is now highlighted and information about the cost of a road in that sort of terrain as well as the amount of money that you have will be displayed at the bottom of the screen. Click on the highlighted square again to build a road there. To get out of this mode, Click on

the Shovel. Note that anyone can use all roads regardless of who built them.

"It must be understood, however, that a prince -- especially a prince who has but recently attained power -- cannot observe all those virtues for which men are reputed good, because it is often necessary to act against mercy, against faith, against humanity, against frankness, against religion in order to preserve the state. Thus he must be disposed to change according as the winds of fortune and the alterations of circumstance dictate. As I have already said, he must stick to the good so long as he can, but, being compelled by necessity, he must be ready to take the way of evil." Niccolo Machiavelli



1. Clock Tower
2. St. Marc's Basilica
3. Doge's Palace
4. Galley
5. Den of Iniquities
6. Library
7. Campinile
8. Ledgers
9. Globe
10. Text Bar
11. End Turn
12. Movement Screen
13. Player 4's Villa

THE MAIN MENU

THE MAIN MENU

MOUSE CONTROL: In the Venice screen, moving the mouse over the buildings in the Piazza San Marco causes them to be encircled with a red and white line. The function of the building is explained in the text box below. Clicking on the building is not dangerous; you can always return to the main screen without doing anything.

CLOCK TOWER: It is located at the top center of the Venice screen. The tower was completed in 1499 and features the worlds first digital clock. Click on the Clock Tower to find ways of raising your Popularity. Popularity helps you gain influence in the senate and church. A really low popularity makes you a sitting target for character and physical assassination.

Each method has a "weight" that varies between turns which is the maximum increase in popularity that it will bring. Choose from the following options listed in order of decreasing effect:

Build Villa: Once Venice had secured the surrounding mainland, called the Veneto, wealthy city dwellers began to build palatial estates or villas. Villas were summer homes and places to show off the wealth and importance of the owners to potential business and political partners. Though very expensive, they have an effect on any art purchase or party sponsored after they are built. Each player may only have one Villa at a time.

Patronage: Italy was at the vanguard of the Renaissance and Venice was

the early leader of the Italian cities. Venetian art was heavily influenced by that of Byzantium. The Venetians were so fond of Byzantine art, in fact, that they used the forces of the Fourth Crusade to sack what was then a Christian city. Two icons represent your options here. Sculptures are cheaper and provide less of a popularity increase than the paintings.

Party: Sponsoring a Feast is a sure way of raising your popularity. Venetians became very fond of Feasts and Pageants as the centuries passed. They were responsible for the mature form of the Masquerade, a licentious "Mardi Gras" like affair that lasted a full six months and is still celebrated on a smaller scale there every year. The popularity increments are random as is the price.

Benefice: Click on the facade of St. Marc's Basilica if you wish to give funds to the local Church. The money goes towards building, decorating or repairing any of the many churches in Venice. Historically, many Merchant Princes donated money or works of art to St. Marc's as an act of devotion and public relations. The average amount that you must give in order to receive the bonus is 300 Florins. The amount of the bonus received is random.

"For this can be said about the generality of men: that they are ungrateful, fickle, dissembling, anxious to flee danger and covetous of gain." Niccolo Machiavelli

ST. MARC'S BASILICA: Begun in 830 to commemorate the "pious theft" of St. Marc's remains from Alexandria, St. Marc's Basilica became the focal point of Venetian civic life. The interior is encrusted with gold and artifacts from the sack of Byzantium (Constantinople) during the Fourth Crusade.

The Pope: One becomes Pope by winning an election in which each Cardinal places one vote. Elections occur when the Pope dies. If a tie occurs, elections continue until resolved with no one acting as Pope. You may not be Pope two times in a row. The Pope has the following powers:

Call Crusade: Successfully calling a Crusade, ostensibly against the infidel, summons an army to the Pope's city of origin and under his faction's control (this is to simulate the First and Fourth Crusades). The number of turns that it takes for them to show up varies from 2 to 5. Only one Crusade may be active at a time.

Excommunicate: A Pope may excommunicate one city at a time. Implying that God is not pleased with a city affects trade with it and ultimately reduces the tax base, indirectly causing its Civil Forces to shrink and prices for items not produced there will also temporarily increase. Excommunication is temporary and can only be used every 2 to 6 turns.

Increase College of Cardinals: The sale of Cardinalships is a

source of income for Popes who skim nearly a quarter of the money from each sell. The number of Cardinals available may be increased by increments of up to six. The maximum size of the College is 36. The death of Cardinals will cause the College to shrink over subsequent turns until it reaches 24 again.

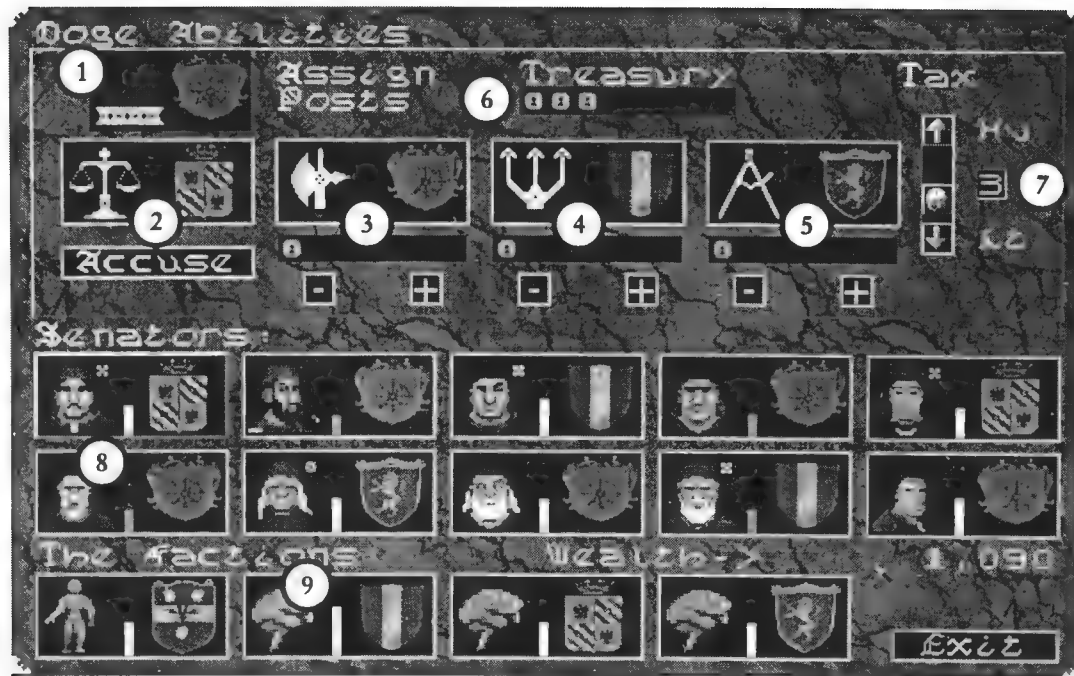
Indulgences Rate: The Pope may raise this amount but not lower it. The number shown translates into a stipend that each cardinal receives every turn. Raising the indulgence level may cause the church to become unpopular which could lead to serious repercussions. Any change in the rate made by a Pope will not take effect until the next turn.

The Cardinals: Cardinalships are purchased from the Pope and staffed with a member of the purchaser's Family. Other City-States will also buy or possess Cardinals. The combined Cardinals of all Venetian players represent Venice as a City-State.

Cardinals earn a stipend every turn based on the Indulgence level. One Cardinal gets one vote in Papal elections; you must have at least one Cardinal in your extended Family to become Pope. When Cardinals die, the Cardinalship passes back to the Pope and must be repurchased.

"...when princes have given more thought to fine living than to arms, they have lost their states. The first cause of losing them is the neglect of this art, just as the first means of gaining them is proficiency of it."

Niccolo Machiavelli



THE DOGE'S PALACE

1. The Doge is currently from the Neutral Faction.
2. The Doge has appointed player 3 to be the Council Head.
3. The Doge has given the office of General to himself.
4. The Doge sets the Admiral's pay by clicking on the plus and minus signs.
5. Minister of Construction
6. There treasury is currently 3000 Florins. The General, Admiral and Minister will each recieve 1000 Florins.
7. The Doge has set the tax rate to 3 which is considered light and will keep the people happy.
8. Click here to bribe the senator. The sixth senator is controlled by the Neutral Faction.
9. Click here to find some information about this faction. The second player is an expert computer and currently has the highest popularity.

DOGE'S PALACE: The current Palace was essentially completed in 1424 and combined the Doge's Quarters, the Courts, and the Senate.

The Doge: The Doge is elected by the Senate. Elections are held every ten turns or when the Doge dies. The Doge is ultimately responsible for the defense of Venice (see Blood and Iron). The faction which occupies the Doge's seat appoints families to control the four offices. The Doge may only appoint his Family to one office. Note that each family may control only one office with the exception of the nonaligned group of families known as the Neutral Coalition and represented by the green crest with a golden navigators wheel.

Council Head: The Council Head is the chief prosecutor for the Council of Ten, which was the high court and inner circle of the Venetian government and staffed by the ten most powerful Senators. The Council Head may attempt to ACCUSE any one Senator per turn of treason. Success is random but modified by the loyalty of the accused senator. A successful prosecution results in a hanging. Emptied Senate seats are picked up by the Neutral Coalition. The Council Head has no budget.

General: The General has control of the Home Army. He receives a stipend out of which he is expected to pay for the upkeep of the Army and to hire and maintain Mercenaries, ostensibly for the good of Venice. The General will tend to lose popularity if he does not spend most of his budget on the Home Army or Mercenaries.

Admiral: The Admiral has the same rights and responsibilities as the General, except, of course, that he controls the Home Fleet.

Minister of Construction: The Minister is responsible for building the occasional bridge or road for the good of Venice. This may occur anywhere in the world. Even roads or bridges built by a Family when they do not control the Minister are usable by all players. The Minister should try to build as many roads as his budget can support in order to keep the population happy. Roads may not be built over large rivers.

Treasury: The amount of money in the treasury is the current turn's tax income plus any leftover money from previous turns. Varying the tax rate can affect your popularity. The Gold coin represents 10,000 Florins. The Silver one represents 1,000 Florins.

Tax Rate: A high tax rate will tend to make the Doge unpopular while a low one will tend to make him more popular over time.

Senators: The Senators that are shown are the ten most powerful and are concomitantly the body of the Council of Ten. Each Family is assumed to possess minor senators that are not shown on the screen. Dead senators are automatically replaced by someone from the neighborhood that they represent. New senators are initially in the

Neutral Coalition until someone puts them on the payroll. Senators are controlled by player Families or by the Neutral Coalition; their loyalty to their current faction is represented by the vertical bar to their right. A short red bar indicates a Senator ripe for the taking while long green bar indicates great loyalty to their current faction. To gain a Senator's allegiance, one must Bribe him:

Bribes: Bribing is a two step process. One must first overcome a Senator's allegiance to his current Family or Neutral Coalition. How much this cost is determined by comparing the Popularity of your Family to the Senator's loyalty to his current faction. A Family may only bribe two new Senators per turn.

To bribe a Senator, Click on the button that contains his picture, loyalty bar and Faction Crest. The default setting is the amount required to have an eighty nine or ninety percent chance of success or it is the highest chance you can afford it you use all of your money. Slide the scroll button up and down to change the chance of success and the amount of money that you will pay for it. When everything is to your liking, Click on BRIBE.

If a bribe is successful you have the option of making further

bribes or setting up a stipend in order to increase the Senator's loyalty to your Family. Stipends will be automatically deducted from your treasury every turn until you stop them or the Senator leaves your control. Note: that it is easier for a person to rationalize receiving a bribe from a popular family; everyone loves a winner. If you are successful, you will be presented with the opportunity to establish a stipend to the Senator. Without a stipend, the Senator's loyalty will drift to meet the Popularity of your Family. The amount that you pay him every turn helps to determine the amount by which his loyalty to your Family increases every turn. You may also give the senator one time "bribes" to raise his loyalty by up to ten points.

Crest: The four Crest at the bottom of the screen represent the four players. Click on them to receive information summaries on them.

"For the mob is impressed by appearances and by results; and the world is composed of the mob. The few cannot prevail when the many have someone to rely upon." Niccolo Machiavelli



1. Click on the different sorts of units to construct groups of up to 15. Units with blue backgrounds cannot be mixed with those with green backgrounds.

2. The units that appear here will be bought if you Click on the Buy button.

3. The Cost of the units that you will Buy will be deducted from your wealth.

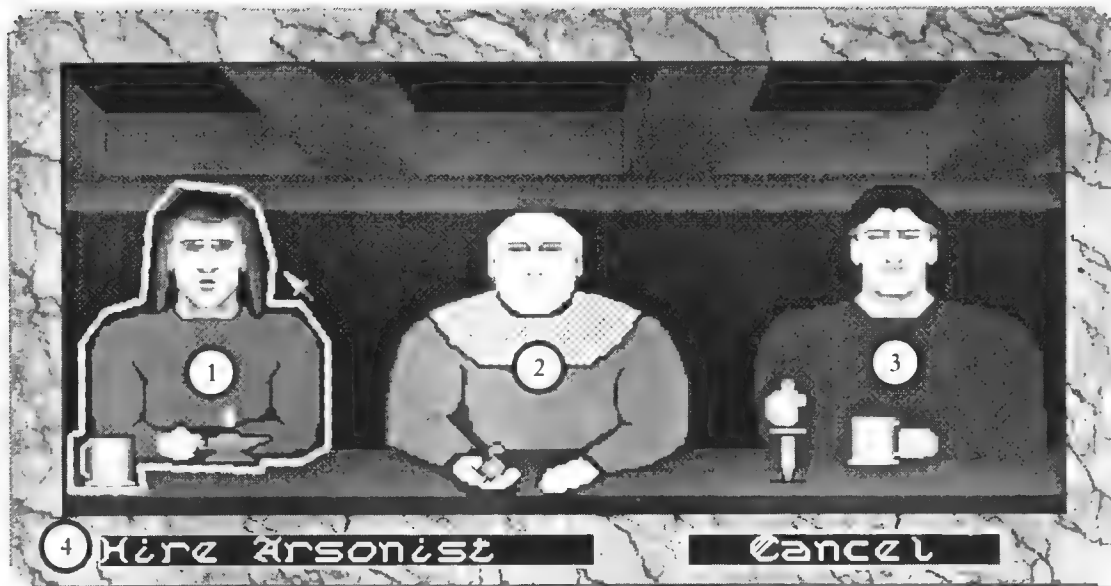
4. Click on a city on the map to cause it to be the one at which the unit will appear. Note that you may not buy units in a city to which you do not have access.

5. Click on a city in the scroll box to cause it to be the city at which the new units appear.

THE GALLEY SCREEN

GALLEY: The Galley brings up the screen where one buys Donkey and Camel Caravans, Galleys and Cogs (a.k.a. Trade Units). Newly purchased groups may be placed in any city where one has trade access.

Find the city in which you want the new units to appear by Clicking on the city on the map or by Clicking on the name of the city which can be accessed in the scroll list in the bottom center of the screen. Click on the type of unit that you wish to purchase and then Click on BUY. You can make Groups of Units as large as fifteen. You will be prompted to make sure that this is the correct city. Newly purchased units cannot be moved until the next turn.



1. The Arson
2. The Rumor Monger
3. The Assassin
4. Pass the mouse cursor over the den's denizen to get a description here. Click on them to begin the hiring process.

DEN OF INIQUITIES

DEN OF INIQUITY: This waterfront tavern is a good place to find characters to do your Family's dirty work. In general, it is easier to take actions against less popular Families because they will not have as many groupies hanging around and do not warrant as much police protection. If you get caught you may have to pay a fine. Needless to say, your Popularity will fall dramatically.

Arson: For a fee, a pyromaniac will take care of your rival's Villa.

Rumor Monger: Hire this gossipier to spread negative rumors to affect a Family's Popularity. You have the option of customizing the rumors by using an ASCII editor (See Appendix D: Advanced Customization).

Assassin: Death has a way of disrupting the status quo. Commission this expert to open up new political vistas for your Family. Allowable targets are: The Pope, The Doge, player Cardinals and player Senators.

LIBRARY: The library is where one addresses several miscellaneous aspects of Merchant Prince:

Save Game: Saves the game to the current disk drive under its current name.

Save Game As: Saves the game under a new name.

Load Old: Loads a previously saved game.

Return to Dos: This will end your current game and all changes since your last save will be lost.

Music On/Off: Toggles the music on or off.

Sound On/Off: Toggles the sound effects on or off.

Auto Save On/Off: "ON" causes the game to be saved between each human player's turn.

Quit Position: You may opt to have a computer player take over your position at the end of your turn. Note that this change is permanent.

Save Current Map: Allows you to replay the current map from the beginning.

Return to Main Menu: Takes you back to the Venice Screen



THE CAMPINILE

1. Mercenary Captains name
2. Captain's crest
3. The cost per turn will change based on the number of units in the group.
4. The ATT and DEF statistics are composites of the entire group. The move statistic is the rate of the slowest unit in the group.
5. Horse archers may not move on oceans and large rivers while marines cannot move on land. The presense of either of these units will cause an entire group to suffer the liabilities.
6. A Visual account of the units in the group.
7. Statistics of military units.
8. All mercenaries that you know of are displayed here. You may not hire a group if they are from a city that you do not have access to.
9. Click on a city to see if it has mercenaries in it.

CAMPANILE: This bell tower is where one hires Mercenaries. Mercenary groups are available in some cities, appearing over time. Mercenaries can be used to conquer cities, suppress pirates and brigands, or attack rival trade groups. If you attack a rival group you may destroy it causing significant financial loss to your opponent. You may even capture a trade unit. This is risky because if you are caught you will have to pay reparations. The farther away from Venice that your betrayal occurs, the less likely it is that you will be caught.

All mercenaries hire their own ships if naval movement is required (Note that groups that include Horse Archers may not travel on water and groups that include Marines may not travel on land). The strengths and weaknesses of the units that make up a mercenary army are covered in the Blood and Iron section. Damaged Mercenary groups recoup one unit per turn if they are located in a city that the owner has access to. If you release a Mercenary group from service it will make its way back to its home city, sometimes stopping in friendly cities to recoup damage. You may only hire available Mercenary groups that are in known, accessible cities or that you have sighted on their way back home.

One may fire a Mercenary Group from the Mercenaries ledger. Or from the END TURN screen. Click on the Group that you want to fire and then Click on REMOVE. If you are not ready to end your

turn yet, Click CANCEL.

TEXT BAR: Brief descriptions of the icons in Venice appear here as you pass the mouse cursor over them.

BUTTONS:

LEDGER: Various useful tables and indexes are accessed by Clicking on this button. This is also where one writes and reviews letters and notices. (See LEDGER under MOVEMENT SCREEN for more details).

WORLD MAP: Clicking on this button will reveal the old fashioned sepia map with explored areas shown in full color. The world represented here becomes increasingly distorted as one get away from Venice. The flashing red box represents your Active Group.

MOVEMENT SCREEN: Click here to get back to the Movement Screen which is described above.

END TURN: Clicking on this button brings up the end of turn

financial statement unless you have neglected some of your civic duties. The REMOVE Button will allow you to fire a highlighted mercenary group or eliminate a senator's stipend. The PBEM button will save the game for E-mail play (see APPENDIX B: Modem).

"Since a prince, then, is required to know how to assume a beastlike nature, he must adopt that of the fox and the lion; for a lion is defenseless against snares and a fox is defenseless against wolves. Hence a prince ought to be a fox in recognizing snares and a lion in driving off wolves."
Niccolo Machiavelli

TRADE

UNITS

PURCHASING NEW UNITS- New trade unit purchases are made from the Galley in the Venice screen. See Appendix E for unit attributes. See GALLEY under the VENICE SCREEN section for details on how to purchase units.

GROUPS- Moving units in groups allows for mutual protection against pirates. To form two groups into one group, move them into the same square and then double Click on the stack. Click and drag units from one box to another to form or rearrange groups. The Unit with the fewest remaining movement points determines the remaining movement points of the Group. The Unit with the fewest movement points per turn determines the movement rate of the Group.

ROUTES- Setting up a circular trade route can be an efficient way to manage your units.

GUARDS- Heavy guards are represented by the shield with the Battle Axe while light ones are represented by a smaller War Hammer. All

Guards will be destroyed before any Trade Units in a Group are. They are purchased on the Buy/Sell screen. Each city only provides one type of guard.

TERRAIN MOVEMENT MODIFIERS- Some units have an advantage or a disadvantage in certain terrains. Donkeys move quicker through mountains than Camels do. Camels move quicker through deserts and are less susceptible to Sand Storms. Cogs may not enter small rivers. Marines may not move on land and Horse Archers may not move on oceans or large rivers. See Appendix E for additional information.

PIRATES AND STORMS- Units may be lost to Pirates, Brigands, Sea Storms and Sand Storms. Pirates and Brigands tend to be less of a problem near cities. Pirates and Brigands grow worse in any area where they capture ships and decrease in strength and frequency where they are defeated. Sea Storms are much less common near the coast while Sand Storms occur only in the desert. Camels are less susceptible to Sand Storm damage.

THE PLAGUE- Units may be lost if one enters the Buy/Sell in a Plague City though it may be worth the risk.

CITIES

CITY INFORMATION SUBSCREEN- To view a city, RClick on it. Information about cities may also be found in the Cities Ledger or the Buy/Sell screen described in the Movement Screen section.

Access- Access to a city allows you to Buy and Sell any item there. Each Families' Access status is shown on the left side of the screen. Access is denoted by a green band around a crest. Denied Access is denoted by a red band. A green band combined with the term "Owner" denotes that a family has control over who has access to that city.

If you wish to gain access to a denied city or gain control of a friendly city, one must use military force or one may BRIBE the ruler of the city. You will lose access to a city if you attack it. You may not gain control of a city by bribing it.

When you initially conquer a city, you are presented with the option "Do you wish to grant control to Venice?". If you chose not to then you will become the controller of the city and can allow or disallow other players access at any time by clicking on their crest. If you chose the Venice option the city will not be in your control and all Venetians

will have access, though you will be rewarded with a popularity increase that you would otherwise not receive.

Items- See Item Availability below. Access the Buy/Sell screen if you wish to know the exact number of any items available in a particular city.

Civil Forces- The Military Units in the upper right corner of the screen are the city's defenses. Wealthier cities have larger Civil Forces. A state of siege exist every turn that the city is attacked. Civil Forces regenerate at a rate of one a turn unless a state of siege exists.

Groups Button- Click on this button to see any Groups that are in the city.

Attack Button- The Attack Button will only appear if the Group shown in the lower right corner is a Military Group and if there is not another player's mercenary group there. The Attack Button will never appear in Venice.

Mercenaries will always defend cities that were open to trade for all Venetians when first discovered or which were conquered and given

over to the control of Venice. Mercenaries will defend a city owned by the same player that hired them. Mercenaries will never defend a city that Venetians have bribed access to.

ITEM AVAILABILITY- Trade items exist in a city for the following reasons:

Trade- Items sold into a city will remain there for a short period of time. It is assumed that "third-party" merchants take care of the disappearance of these items behind the scenes.

Production- The maximum default amount of any item that is in a city is determined by the distance of that city from an item's city of production and the "strength" with which that item is distributed. In other words, you will find some items in cities far away from the city in which it is produced while others only appear where they are actually produced. The amount present may be less than the maximum if someone has recently bought that item there. The higher the maximum default, the higher the rate of regeneration. The amount of any item in a city will never climb above the maximum default setting. If a Family sells items into a city that produces that item, the amount present will decrease over time to reach the maximum default amount.

You may find the number of items available in any city in the Commodities Ledger described in the Movement Screen Section or in the Buy/Sell screen.

ITEM PRICES- Trade item prices increase as you get farther away from their production sources. Item prices will change during a siege, excommunication or plague. In both cases, items not produced there will increase in price until the siege or plague passes at which point they will begin to drift back to their original price.

RELICS- Relics may appear in any city to which you have access if you are the first player to enter or create access to the city. They tend to be worth more if they are found in a previously hostile city.

CALAMITIES

EXCOMMUNICATION- Excommunication temporarily causes the prices of any item not produced in a city to rise and the Civil Force may be reduced.

SIEGE- A State of Siege exists while any military force attacks a city. The prices and availability of items produced in the affected area will temporarily change.

PLAGUE- The Black Death occurs on a cycle of about thirty years but may occur more often if there is a lot of warfare going on due to the weakened state of the populace.

The plague will only affect your Trade Groups if you enter the Buy\Sell screen and will only affect your Military Groups if they Attack a plague city. You may not purchase new units in a city with The Plague. NOTE that entering a friendly city will cause one to enter the Buy\Sell screen. Because non-player merchants are less likely to enter a Plague City, shortages occur so that items not produced there become more expensive.

THE REFORMATION- The Reformation occurs when the Vatican abuses its power once too often. All Venetian players lose access to the Northern European city where it occurs and all cities near it. A Protestant Army appears and, as it drifts toward Rome, attacks any Venetian units or cities that are controlled by Venice or any Venetian player.

HOSTILE ARMIES- Throughout the game armies will arise which are usually hostile to Venice. They will roam about attacking Venetian units and assets and may actually attack Venice itself. Armies to keep an eye out for include the following: The Genoese, The Turks, The Golden Horde, The Mongols, The Protestant Army, The English and French Armies, The Berbers and the dreaded Corsair fleets.

BLOOD AND IRON

GUARDS: Guards are light infantry that are hired to escort trade units. Those represented by a large Battle Axe are called heavy guards and are better armed than those represented by a smaller War Hammer which are called light guard. They give moderate protection against Military Groups. Guards require a maintenance fee every turn; heavy guards require 15 Florins and light guards demand 10 Florins per turn. Be careful to have the funds to pay your guards every turn. Those that are not paid will turn on you and become brigands.

MILITARY UNITS AND GROUPS: Military Units may only appear as parts of a Civil Force, Expeditionary Force, Mercenary Group, Hostile Army, Crusaders, Pirate or Brigand Group.

Most Groups may move on land or sea if they first pass through a city on the coast. The two exceptions are Groups that contain Marines and Horse Archers. Marines may not move on land and Horse Archers may not move on water.

Most Groups recoup losses every turn that they stay in a city to which the Group owner has access.

Only Military Groups may Attack other Groups or Cities. To Attack a Group or City, move into the same space, RClick, and Click on the Attack button. A reference chart of Unit attributes is in Appendix E.

Civil Forces- All cities have units which guard them against other forces. The units are paid for through tax revenues and may not leave the city. They regenerate at the normal rate of one a turn unless the city is under siege.

Expeditionary Forces- Venice possesses an expeditionary Home Fleet and Home Army. The maintenance cost of the Home Fleet and Home Army are born personally by the Admiral and General. The Doge may assign the Admiral and General more money than is required to upkeep the Fleet or Army. It is up to the Admiral or General to hire additional

Mercenary Forces to augment the Expeditionary Forces. Not spending a goodly portion of the budget for the proper purposes may cause you to lose popularity with the population. Cities conquered by the Expeditionary Forces are treated the same as those conquered by Mercenary Forces.

Mercenaries- Mercenary groups are led by highly skilled leaders called Condotierri. More groups will become available as the game progresses. Mercenaries are paid on a per turn basis. You may hire Mercenaries that you find represented in the Campanile which include those in cities and those at large that you can see.

Hostile Armies- Throughout the game armies arise which are usually hostile to Venice. They will roam about attacking Venetian units and assets and may actually attack Venice itself.

Crusaders- Crusader Armies are made up of religious zealots and opportunistic adventurers from all over Europe. Therefore their composite Units tend to loose enthusiasm over time and begin to dessert. Crusader Armies do not recuperate in friendly cities.

Pirates and Brigands- Non-player Pirates and Brigands are fairly rare at

the beginning of the game but every time they successfully capture treasure the likelihood of them recurring in that area increases as does their strength. Reducing the Pirate problem in a particular area requires beating them with Guards or Military Groups.

"Pope Alexander never did what he said he would do, while his son Cesare never said what he did." Roman Proverb

POPULARITY

CONQUEST- Conquering a city will increase your popularity only if you do it for "The Glory of Venice", which is to say that you give all Venetian players Access to that city at the time of conquest.

VICTORY- Defeating pirates or brigands with Guards or Military Groups will cause your popularity to increase because you are making the area safer for everyone.

PATRONAGE- Buying art and donating money to the Church are a good way to increase your popularity. See "Clock Tower" in the Venice description.

TAXES- Having high or low tax rates while you are Doge will respectively lower and raise your popularity.

BUILDING ROADS- Since everyone can use any road, you may receive a slight popularity increase whenever you build one.

CRIMINAL BEHAVIOR- If you get caught doing the following

things then your Popularity will decrease:

Brigandage: Attacking another Venetian's trade unit or a friendly city.

Arson: Burning down another Venetian's villa.

Rumor Mongering: Slandering the good name of a fellow Venetian.

Assassination: Helping a fellow Venetian to get closer to the All Mighty.

"I conclude that since men love as they themselves determine but fear as their ruler determines, a wise prince must reply upon what he and not others can control. He need only strive to avoid being hated, as I said."
Niccolo Machiavelli

"Here a question arises: whether it is better to be loved than feared, or the reverse. The answer is, of course, that it would be best to be both loved and feared. But since the two rarely come together, anyone compelled to choose will find greater security in being feared than in being loved."
Niccolo Machiavelli

END OF GAME

At the end of the game **Merchant Prince** displays three screens: the players' score, the game progress graph, and the history graphs of all human players. All the graphs show the player's score in terms of a rating. This rating is based on the settings in the Setup Screen as follows:

The Pirate setting...	-10%, 0, or +10%
The Storm setting...	-5%, 0, or +5%
The player difficulty setting...	-10%, 0, +10%
(Based on how much they started with in money and units.)	
The computer players levels...	-10%, -5%, 0, +5%, +10%
(Per computer level)	

These percentage modifiers are totalled for each player and applied to the player's worth. Depending on the original game length setting, this modified worth is divided by a fixed number to get a percentage rating from 0-100%. The percentage is used to assign each player a **Merchant Prince** rank. The first five are listed below, but you'll have to play to find the rest:

Galley Slave - Servant - Cabin Boy - Meatball Maker - Gondola Captain

CREDITS AND DUDE NOTES

Credits:

Design and Development: Several Dudes Holistic Gaming

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Programming: Ken Lightner
Rob Lefebvre
Andrew Hackett

Art: Ed Pike
Cris-Jon Lindsay
Kathy Nielson

Music: Rob Lefebvre

Instrument sounds for Yamaha Gold Sound Standard (GSS) compatible cards are based on the tone libraries produced by The Fat Man and developed by Kevin Phelan and George Alistair Sanger. Copyright 1993, The Fat Man

Documentation: Ed Pike

Andrew Hackett

Cover Art: Gary Stevens
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Game Design Consultant: Bruce Williams Zaccagnino

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New Jersey: Bruce Williams Zaccagnino, Pete Alexander, Steve Cohen, Jean Zaccagnino, Ken Norris, Henry Saskos, Tom Anson, Bruce Lull, Phil Steen, Tony Juno, and Harry Ley.

Dude Notes:

Andrew Hackett

Merchant Prince is a game about money. The objective is to gain more of it than anyone else and so one must be careful how one spends their money. Offices such as the Doge and the Pope will increase your income greatly but only if you don't spend too much in acquiring them. Always take the long view and work for the future.

The only unique tactic that I use is to buy a spare donkey or two at a city that produces a big ticket item like relics or gems to use as a warehouse. Buy the maximum the city produces every turn and store it on those donkeys which remain in the city unguarded until the regular trade group arrives. Three and four donkey groups become feasible and extremely profitable due to lower guard expenses.

Ken Lightner

Hints? After about a million and a half bytes of code, I don't know what the game does anymore myself! Seriously though, there are two basic things beginning players fail to exploit, politics and exploration. Both the church and the senate are excellent ways to make money (especially if you don't have to compete too hard with the other players.) And if the lure of relics isn't enough to get you exploring, then at least realize that the longer a route is the more the potential profit!

Cris-Jon Lindsay

I suggest starting to explore with small galleys until you find a few cities that produce the expensive

items in large quantities. When starting productive trade routes with these cities, keep in mind that other players may try to use mercenaries to destroy your good trade routes. If other players do this, split your group(s) into a bunch of small groups so you won't lose your whole shipment at once. If there are a lot of pirates around, it is better to have large groups with one or two ships full of guards since you can't lose any ships until all the guards have been killed.

Rob Lefebvre

This project has been one of the most interesting projects I've had the pleasure to work on. After Ed came up with the preliminary design, we all knew that this would be a very different game. We wanted a game where the players would all do better from working together a little while still keeping the competitive spirit very alive. This desire was central to the development of the political, religious, and military systems in the game. For example, if nobody wants to defend Venice ("Oh, I'll let the other players defend it"), everyone loses big; cooperation in the common defense is essential. Similarly, deals can easily be made in politics for the good of all parties involved: "I'll vote for you for Doge if you'll make me admiral and give me a good salary". Of course, the underlying trading game had to be seamlessly integrated into the overall system and correctly balanced so that someone who chooses to invest in the church and senate very early has chance to win, just as do those who emphasize trading and exploration early. It's been a long road getting to the final product (as my wife would surely agree to!), but one that we're all very glad we took.

Ed Pike

I must thank the writings of Machiavelli and the presidential politics of 1992 for the inspiration to

do **Merchant Prince**. The sense of cynicism generated by the elections and by the politics of the past quarter century led me to consider similar periods in history. Rereading *The Prince* led to other investigations. I discovered that the prime players in the early Italian Renaissance were mostly Mercantile Republics driven by secular and rational interests and that many of today's basic institutions were formed then. Except for the much abused Roman Republic (there were several "Roman" games running about when we were considering our next game), I could think of no better period to simulate in a game for our times. I tried to create a simulation that was "holistic" rather than one dimensional; one that might provide food for thought about our current times while remaining entertaining and not overly depressing. Enjoy!

And last but not least, I must give my deepest thanks to my wonderful wife Michele for having exhibited patience and grace while supporting this project through completion.

APPENDIXES

APPENDIX A: Using the Keyboard

It should be noted here that **Merchant Prince** is primarily designed around using the mouse. In some cases, the mouse is, in fact, necessary. Using the keyboard to input spatial information typical in a game is just too clumsy. However, below are a few tips for using the keyboard in other circumstances to speed up game play.

Most of the interface is "Windows" like or "CUA" like. This means that in general to get to a button or field (without the mouse), one uses the TAB key and then presses SPACE or RETURN to press the button. The arrow keys are reserved for moving around inside fields (like editable fields or listboxes.)

In general most of the keyboard hotkeys are the highlighted letters of each button. For example, in the first screen the 'S' in Start new game is a different color than the rest of the word. Pressing the 'S' key here takes **Merchant Prince** immediately to the new game configuration screen. If you are currently in an EDIT field where S's are treated literally, then you may use the ALT key in combination with the hotkey.

Also, to speed up play, there are a few special keys enabled in the movement screen. They are as follows:

Arrow keys	The arrow keys may be used to move the current group on space at a time. (Num Lock must be off to use the number pad) Home, End, PgDn, and PgUp on the Number pad can be used to move diagonally.
[Control] + arrow keys	These scroll the map around without moving a group.
'C'	Center map on current group.
'G'	Brings up Modify Groups screen.
'I'	Brings up the Info screen.
'Q'	Changes to a scout mode where you can move around a cursor without moving any groups.
'T'	Like "Q", but when done pressing enter will move the current group to the cursor location.

APPENDIX B: Modem

Since **Merchant Prince** is not a real-time interactive game in the same way a flight simulator is, the modem options are simply designed to exchange save game files between each turn. There are two methods **Merchant Prince** supports in this regard.

The first and easiest option is to play the fixed two player option. The caller selects **Modem** and then **Originate new two player game** or **Originate old two player game** if resuming an old game. The receiving player always selects **Modem** and then **Answer any two player game**. Players are connected using the modem options screen described below. The originating player then sets up the new game or chooses the old game. At this point **Merchant Prince** sends the game information to the receiving player. Then the originating player plays out his or her turn, (if resuming an old game, **Merchant Prince** asks if the next player's turn is the originating player's, if not, they, of course, don't play out a turn.) At this point and before every human player's turn hereafter, **Merchant Prince** sends an abbreviated update file to the next player. If for any reason **Merchant Prince** is unable to overcome phone line noise, dropped lines or disconnection, **Merchant Prince** prompts both players with a last chance to save the game before quitting. If the problem was temporary or resolved, the game may be continued by selecting **Modem** and then **Originate old two player game** at the side who moved last. Games played in this mode must be two player with one player as player one and the other as player three. Attempting to resume a saved game not set up this way originally results in an error. The player not moving can not interact with the game. Pressing ESC terminates the connection.

The second is the most flexible - the E-Mail style. This allows as many or few players to play in any order they desire by simply E-Mailing turns between each human player. You may use a BBS or Commercial network to do this or **Merchant Prince** comes with a simple game turn mail feature. To create a E-Mail-able saved game, choose the **PBEM End** button from the Maintenance screen. This saves the game in such a state that when reloaded, it is the next person's turn. After **Merchant Prince** saves off this game it asks if you would like to now send the file.

Alternatively, you may send the file later by selecting **Modem** and then selecting **Send game via modem**. Here you are presented with the modem options screen described below. **Merchant Prince** connects and sends the save game file on to the next player. The next player chooses **Modem** and then **Receive game by modem**. His machine then waits for the call, downloads the game, and starts up his or her turn.

Modem Options Screen:

Note: If you do not understand any of the terms below, please refer to your modem manufacturer's manual. Unfortunately, modems are different enough between manufacturers to make it impossible for us to explain them here.

Set the COM port the modem is plugged into. (If you don't know this, you might get lucky and it might be labelled. Most likely, however, you will have to refer to the internal modem manufacturer's manual or the installer. For external modems refer to the computer manufacturer's manual or assembler to determine which plug is which COM port.)

Next set the highest baud rate your modem supports, and choose **Auto Baud** or **Fixed Baud**. Auto baud allows **Merchant Prince** to set its internal baud by the connection message your modem returns. However, some data compressing modems don't return the connection rate they actually want to talk at. In this case, you may either disable compression (**Merchant Prince** does some rudimentary compression before it sends anyway,) or if you know what the final rate will be, simply set that and use the **Fixed Baud** setting.

Next are toggle buttons to choose direct connection (NULL Modem line) or modem, Tone or Pulse dialing, and whether **Merchant Prince** should dial itself or pick up a current voice connection. (Some fields are unnecessary and therefore not present on the receive side.) On the originate side, there is a spot to type in your opponent's phone number. Lastly, there is a spot to type in any modem initialization AT commands. The defaults should work on most modems, but if you have trouble, refer to your modem manufacturer's manual to insure your modem is set properly and compatibly with your opponent's. **Merchant Prince** requires the result codes are enabled and verbal.

Modem Trouble Shooting Hints:

Merchant Prince displays the following message:

"Modem not acknowledging." - The modem is not responding correctly to the initialization string or dial command.

Insure the modem is on, and connected properly. Insure the COM port and baud rate are set properly.

Insure that the initialization string enables result codes in the verbal mode.

"Timed out waiting for connection." - Connect message not received. Insure modem is set to return the standard **CONNECT ####** message.

"Busy" - Opponent's line may be busy or if picking up voice line "**X1**" may be missing from the initialization string.

"No Carrier" - Phone line may not be connected to modem or if picking up voice line "**X1**" may be missing from the initialization string.

"Timed out waiting for modems to sync. Baud may be wrong." - **Merchant Prince** failed to recognize the sign on packet. Modems with data compression may be at wrong baud or line noise may be excessive.

"Error count to high" - Caused by excessive line noise. In some areas you may need a special modem phone line, or you may have just gotten unlucky (as with some voice connections...)

APPENDIX C: General Trouble Shooting

Q. An out of memory error occurs during a game?

A. Check the AUTOEXEC.BAT & CONFIG.SYS of the system and remove all TSR's from memory. **Merchant Prince** requires quite a bit of free memory.

B. In the future you may want to employ the AUTO SAVE. If a memory error occurs then you may be able to continue playing it after you try step A.

Q. The mouse cursor does not operate properly?

A. With some mice (that are not 100% Microsoft compatible) there can be problems with the mouse. Replacing the driver should correct the problem.

Q. The access time is slow?

A. Install a reliable disk cache system.

How to boot a clean system:

1. At the C: prompt of your hard drive, type "FORMAT A:/S", then press <RETURN>.
2. Insert a blank disk into your A: drive.

3. When it is completed and the computer has asked you if you wish to format another diskette. Answer N for no.
4. Reboot the system with the newly formatted disk in drive A:.. This will allow you to boot the system without any TSR's that may interfere with **Merchant Prince**.

Contact QQP at:

Quantum Quality Productions
495 Highway 202
Flemington, N.J. 08822
(908) 788-2799

or on

Genie: ID# XKY98254

CompuServe: ID# 75300,3223

For on-line support, hints, and clues on **Merchant Prince**, call CompuServe toll free at 1-800-524-3388 and ask for representative #353. You can receive a **free** introductory membership and \$15.00 usage credit.

CompuServe offers a variety of services as well: investment information, travel, reference libraries, demo programs, game forums, and more. Several Dudes Holistic Gaming, creators of **Merchant Prince**, can be contacted here at ID# 74670,651 (For trouble shooting, though, use the ID# given above for QQP). For information on **Merchant Prince**, and other QQP games, type the command "GO GAMAPUB" and enter the "Other Publishers" support area.

APPENDIX D: Advanced Customization

SLANDER.LIE- You may customize the slander statements that appear after a successful slander by typing **EDIT SLANDER.LIE** in the **MERCHANT** directory. (**EDIT** is a DOS 5.0 and up command. If your DOS version is lower, you may use any other ASCII editor.) There can be any number of statements as long as the number at the top of the list matches the number of statements. Statement lengths are limited to 35 characters.

COMOD##.INF- The descriptions that appear on the Buy/Sell screen may also be edited. In the **MERCHANT** directory, type **EDIT COMOD##.INF** where the "##" equals a commodity number.

SETSOUND.EXE- Type **SETSOUND** from the **MERCHANT** directory if you have changed sound devices and want to reconfigure the game's sound settings.

Command Line switches- You may add any of the following to the command line when starting **Merchant Prince**. For example, to start **Merchant Prince** with no music, type **MERCHANT NOMUSIC** when starting the game.

NOMUSIC and **NODIGITAL** - Start without playing music and digitized sounds, respectively.

VGA - Forces the graphics mode to be standard **VGA/MCGA** (320x200, 256 colors)

VESA and **VESA480**- Forces the graphics mode to be **SuperVGA (SVGA)** using a **VESA** driver (640x400 or 640x480)

MODE# - Forces a specific **SVGA** card/chipset to be used where **#** can be: 2 for **ATI**, 4 for **Paradise/Western**

Digital/AST, 5 for **Trident 8800/8900**, 6 for **Tseng ET3000**, 7 for **Tseng ET4000**, and 8 for **Headland Video 7**

VRAM/V7VGA/1024i. Note that these switches are only necessary if the autodetection fails (which is rare). For example, use **MERCHANT MODE4** if you want to explicitly specify a **Paradise** card.

NOEMS and **NOXMS** - Forces **Merchant Prince** not to use **Expanded** and **Extended** memory, respectively.

APPENDIX E: Units Attributes and Movement Modifies

TRADE UNITS

Movement Point Costs

Unit Type	Move Points	Rd.	Grass	Trees	Desert	Hills	Mtns	Small River	Large River	Ocean	City
Camel	8	1	2	3	2	2	5	4	na	na	2
Donkey	8	1	2	3	3	2	3	4	na	na	2
Lg. Cog	9	na	na	na	na	na	na	na	1	1	3
Sm. Cog	9	na	na	na	na	na	na	na	1	1	3
Lg. Galley	15	na	na	na	na	na	na	1	1	1	3
Sm. Galley	15	na	na	na	na	na	na	1	1	1	3

MILITARY UNITS

Movement Point Costs

Unit Type	Move Points	Rd.	Grass	Trees	Dessert	Hills	Mtns	Small River	Large River	Ocean	City
Knights	8	1	2	3	3	2	6	4	1	1	3
Siege Train	8	1	2	3	3	2	6	4	1	1	3
Cavalry	14	1	2	3	3	2	5	4	1	1	3
Horse Archers	14	1	2	3	3	2	5	4	na	na	2
Marines	15	na	na	na	na	na	na	1	1	1	3
Fusiliers	10	1	2	3	3	2	4	4	1	1	2
Archers	10	1	2	3	3	2	4	4	1	1	2
Footmen	10	1	2	3	3	2	4	4	1	1	2

ALL UNITS

Combat and Costs

Unit Type	Attack	Defend	Cost	Cost per Turn
Camel	n/a	1	500	n/a
Donkey	n/a	1	500	n/a
Large Cog	n/a	1	1000	n/a
Small Cog	n/a	1	800	n/a
Large Galley	n/a	1	700	n/a
Small Galley	n/a	1	400	n/a
Light Guards	n/a	1	About 50	10
Heavy Guards	n/a	2	About 75	15
Knights	5	3	n/a	170
Siege Trains	5	2	n/a	150
Cavalry	3	3	n/a	130
Horse Archers	3	2	n/a	110
Marines	3	3	n/a	90
Fusiliers	4	2	n/a	90
Archers	3	2	n/a	70
Footmen	2	3	n/a	60

Player Notes:

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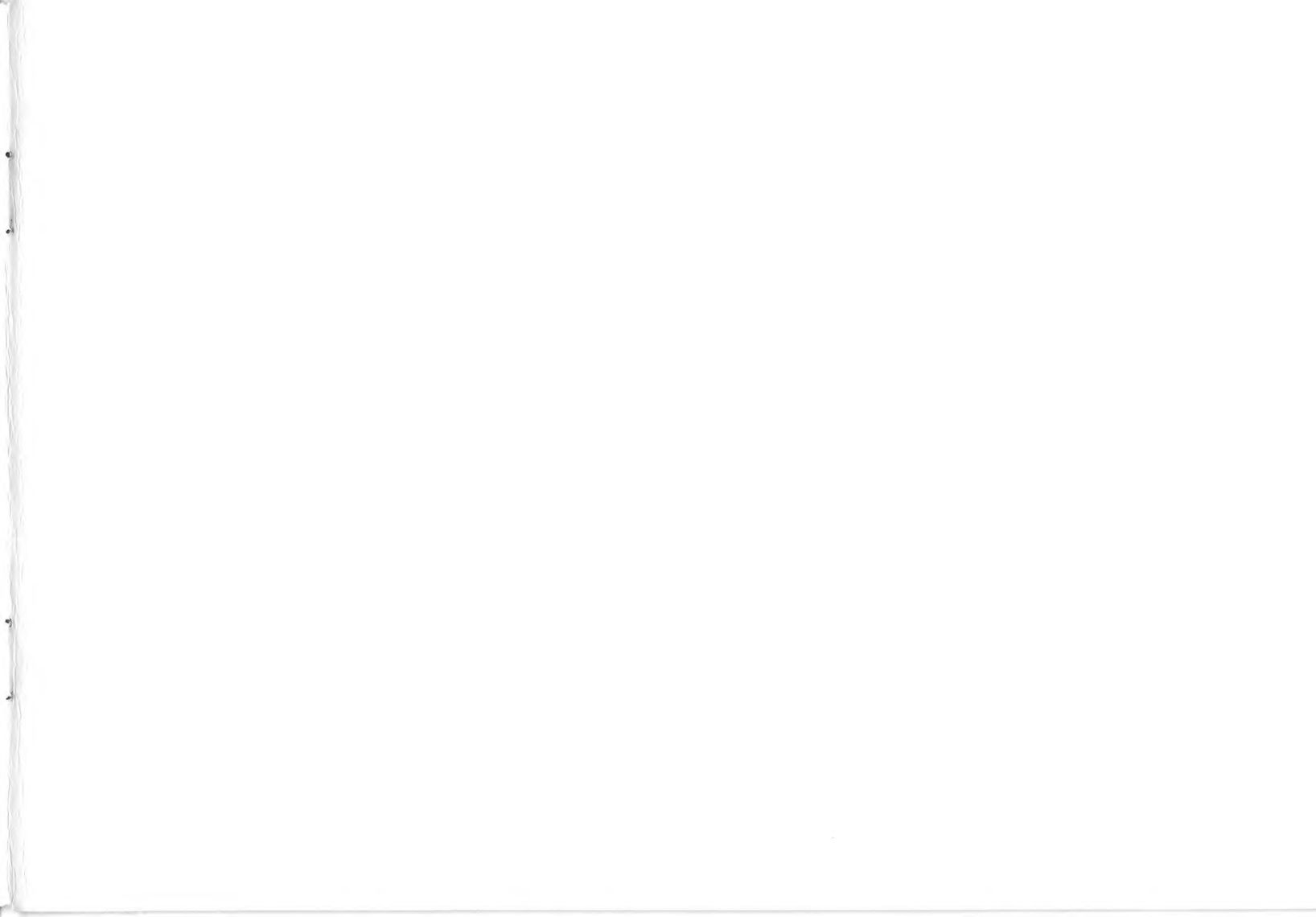
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